

GALI

The Gali are long-lived, fleet of foot, and resistant to the elements. They are at home in the trees, and are famous for building elaborate treehouses. As unparalleled hunters, they owe their keen eyesight to their large eyes and to a second, lateral fovea in their retinas. The Gali eye also has a pecten oculi; for this reason, the Gali are often called iarëganu (birdeyes). All Gali are secretive, but the Adoans are especially so. Gali are often aloof among outsiders, and this has given them the reputation of being wise and somber. Among each other, however, they can be jocular and sarcastic. In public, they speak Imnura, but they speak a language called Ilesethë in private. Outsiders are not allowed to learn Ilesethë. In fact, few non-Gali even know about it. Adoans and Adulëans hate each other quite irrationally. The two people have been at war for as long as they have been on the peninsula. Each side wants to control the Founders' ruins of Imoakir, though neither is really equipped to do so if they should gain the upper hand.



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Physical Description

Like the majority of their kin, the Adulëans, the Adoans are tall, dark-skinned, and lithe as saplings. Their bodies are hairless but for the thick mats of ringlets on their heads, and their eyes range in color from transparent hazel to peat black. Their ears are shaped like the obovate leaves of figwort plants. Adoan warriors wear teardrop jewels in their ears that indicate their rank. Commanders wear onyx, deputies wear rubies, healers wear emeralds, and foot soldiers wear pearls. The Adulëans, rarely indulge in jewelry. Tattoos and face painting are common to both factions; people young and old paint their faces for many occasions with colors and designs of special significance to them. Many wear iridescent tattoos made from the ink of a certain kind of squid. For professional fighters, face paint is especially effective camouflage: a motionless foot soldier can be virtually invisible in the trees. Healers, on the other hand, dress to stand out from their environment, as attacking healers is a serious

Creating a Gali Character

Gali characters should start with the Gali Race Perk and a Memory Dice Pool of 3 (see Collective Memory below). They have exceptional vision and can see very well in low light (see Eyesight below). Gali are also resistant to harsh environments and their 'Comfortable' Heat Level spans from 40-100°F, Cold starts at 10, Freezing at -10, Hot at 120 and Scorching at 140 (see Heat Levels in the Core Rulebook). Gali characters typically focus on Agility based skills as well as Survival and Athletic skills. Gali typically live 90-100 years of age.

Adoan Views

Outlook: Life is war, and war is art. Thought is both the canvas and the sword.

Emnora: Warrior-poets of the highest order. Tireless protectors and benefactors, but they will never see the peace they want from us.

Ninda: Simple sea-people. Loyal friends, but their optimism is unrealistic. Prolonged war would destroy them.

Ogathan: Our warrior kin, but there is little to connect us after that. Emnor's enemies are our enemies.

Adulëan: Our brothers in arms at arms against us. What a shame that we have loved them to the point of hatred.

Kiroëda: Homeless even in their own homes. We cut to kill, but they cut to draw the most blood.

Bolse: I've never met one, but I wish them the best in their struggle for independence.

Ghunna: The northmen have seal blood in their veins.

Adoans

The citizens of Kir Ado live in the sparse woods of Thornoth at the southern spur of Exior Ojora. Kir Ado's capitol is Gulapal, the Stonehome – a great hall beneath the mountains dug before the Gali went to war with each other. With few trees strong enough to support tree houses, the Adoans build huts of stone and log homes with sod roofs aboveground. They trade extensively with the Ghunna in Pohath Raya exporting pelts, meat, gems and ore from their mines in exchange for seal oil, whalebone, and ivory as well as tools and weapons. They use Nindali fabrics to make elaborate and beautiful costumes, incorporating bird bones and feathers, whaleskin, seashells, and porcupine quills. All of their trading partners have adopted versions of their folk songs and dances. Kir Ado is the home of the most prestigious spiritual school in the east, and, in the custom of the Gali before their immigration, it has produced many famous artists and philosophers. Adoans are far more traditional than Adulëans, and most of what is known about the Gali's pre-immigration past comes from Kir Ado's historians. Despite the city's scholarly reputation, Kir Ado's deepest commitment is to the Gali civil war. They are known far more for this than for their art, their industriousness, their good works, or their enlightened spiritual practices. For this, many pity them.

Sample Concepts: Fearless Historian, Longing Wanderer, Loose Cannon, Reluctant Royal, Warrior Poet

I have kept beauty at the point of my blade, and it has not touched me. I am of the last generation of Gali to have any memory of the Old Country. I was a child when we left, but our homeland lives in my mind like a recurring dream. I see it on the fields of the dead – its green places rolling out forever in the depths of staring eyes. I smell it on the wind like smoke from the Festival of Pyres. Its grasses wave in my room at night. I remember, but only as a child remembers. The Old Country is gone, and the war is all there really is for me. It is all that keeps my dreams alive.

My father fought and died for something he did not understand. He was a blind hero, undeserving of his fame. I will crush his legacy in my quiet way, fighting knowing full well why. My brother says he would have been proud, but I have my doubts. I suspect that my surpassing him would have killed him as surely as that Adulëra's dart. My father was a warrior, and I have his strength, but I am more. He was a warrior, but I am war.

There is a big world beyond me. The Old Country is part of it. One day, I will be old myself, and I will see it. My home will not know me when I return, but I will know it from the dreams I have killed its children for. I have kept beauty at bay not because I fear it – not because I love pain – but because I am of the last generation to remember where I came from. And when I see the Silver Shores of the Continent again, I want their beauty to be as large as my dreams – larger than I ever was. Then this war will have been worth fighting.

-Alama Oanto, Adoan Soldier

Adulëan Views

Outlook: We all live by the sword, and there are far worse fates than dying by it.

Emnora: I am as grateful for their beneficial influence on our culture as I am resentful of their moral interference in it.

Ninda: A beautiful people, if a bit naïve and primitive. They are, at least, steadfast friends.

Ogathan: Giant kings of the west. Fearsome foes, though they rarely cross the Exiunath.

Adoan: Blood makes the bitterest enemies. What a shame that we must kill each other – but we must.

Kiroëda: Scatterlings. Merciless sell-swords. I see in them what we Gali may be one day. I admire them, but I seldom trust them.

Bolse: Their struggle is like ours in a way, if everything I've heard about them is true.

Ghunna: Cold cannot dampen their cheer. It's a pity the Adora control their supply lines into Vinewood.

Adulëans

Adulë, the City of Vines, is in the heart of the Vine Wood, where the tallest and strongest trees in Boruna-Rë grow. There, the Adulëans live in vast complexes of tree houses. The city's five districts stretch across 90 miles of forest canopy, from the edge of the Great Rift in the west to the Wolfmarsh south of Imoakir. Many Adulëans will spend half their lives in the Vine Wood canopy, coming down only to hunt, trade, or fight. The rest may never touch the ground, and most prefer it this way. On the Continent, the Gali were quiet, stoic plainspeople. The Adulëans have fallen in love with the trees, and they've made a wild and carefree life for themselves in their branches. While Adoans are studious and even-tempered, Adulëans are worldly and mercurial. They are no less private, however, and they still keep many old customs. Inter-marriage with outsiders is not necessarily frowned upon, but it *is* rare. When it happens, it is more likely to be an Adulëan that marries outside the race than an Adoan. Adulë idolizes Emnor, and its leaders have been allied with the Imnura since the beginning of the Gali civil war. Adulëans dress and comport themselves very much like the Imnura do in formal settings, though they add their own irrepressible spirit to everything they do. This includes slaying their kin, which they should perhaps be less proud of than they are. Their Zeno warriors are feared and respected throughout the east.

Sample Concepts: Dedicated Seeker, Irascible Genius, Rebellious Patriot, Sensitive Seer, Steadfast Commander

Sjula was so looking forward to the Imnura traders' visit. They have always brought him beautiful souvenirs from Emnor's south district, but they arrived empty-handed today. They wouldn't speak to me to tell me why, and they were too preoccupied to apologize to little Sjula when he pestered them for his gift. This will be his first embargo, and I shall have to sit him down and explain that his beloved Emnor hasn't the backbone to really support us here in the jungle. They will take furs, dogs, and canopy corn for steel with the condition that we not stain their blades with Gali blood. But do our furs not trim the hats and saddles of their soldiers? Does our corn not feed them? We fight and die with swords they exchange for pets to warm the feet of their beds, and they can barely stomach it. Every now and again, their soft, mountain morals get the best of them and they refuse to trade with us unless we agree to sit down with the Adoans about treaties. How can I tell my son that the Eagle-riders he idolizes are only heroes for their own kind? Will Sjula turn away from Adulë as his sister did? There will be no treaties in my lifetime. Even if one were drafted, I would refuse it. Sjula must see the meaning of our war. He must come to believe - as I have - that it will bring the Gali together again, but not at the behest of the Imnura. This is our road to walk, and we welcome the Imnura at our sides, but it is our road alone. Emnor looks down at us. We are disobedient children to the people on the mountain, and Sjula loves them. I must break his glories, show him how the Imnura really are, or he too may come to regard his people with Emnor's pity.

-Asoer Adulëra, Father

Collective Memory

All Gali can access a collective memory called the anox (the gestalt mind). This is connected with their origin on the Continent, and it has faded quite a bit with time. The younger generation of Gali living in Boruna-Rë never lived on the Continent and cannot contribute to the collective memory of those who did. The younger set are developing their own collective memory connected to their new home in Boruna-Rë, but this is hotly disputed, generally with immigrants doubting and their peninsula-born children believing. Tapping into the collective memory can allow one to think more clearly and react faster in stressful situations. Dreamers are more lucid when connected to the anox, and two people can even share dreams through the connection. The stronger the connection to the anox, the greater the benefits. Older Immigrants, whose conscious memories of the Continent are still quite clear, can communicate telepathically with each other. Younger Gali may be able to share brief flashes of thoughts or feelings with a certain effort of concentration.

Gali can connect to the anox at will by spending a Memory Die to get -1 TN on Focus Tests and +4 Initiative for one scene. Additionally they can make a Moderate Memory Roll with current Memory Dice to connect to another Gali for telepathic communication. Gali can also spend Memory Dice to add an equal number of dice to any skill roll.

Memory Dice are regained after a full night's rest at a rate of 1 Die per night. Dice are increased over time as the Gali ages and lives near their homeland, 1 Die every 5 years.

Eyesight

Gali have very keen eyesight and can see well even in low light. All vision based perception rolls are at -1 TN and even so much as a torch light is enough to provide full vision range under normal conditions.

